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I would like to get a game of Diplomacy started now that There are none in this issue. I have written to people that have been suggested, but have heard nothing in return. Those that suggested them, please ask them to respond as soon as possible. They will make the last two players needed.

Is there any interest in a pbm Civilization game? I am writting to get the rules. I would love to try this to see if it works.

The cost of this issue is 16¢ plus 25¢ postage. (if no SASE).
You now owe me/are owed trade for EREHWON.

Game openings: Diplomacy: Cost - \$3.50 + sub Need ? players
Diplomacy: Cost - \$3.50 + sub Need 7 players
Gunboat: Cost - \$3.00 + sub Need 6 players
Civilization: Cost - ? + sub Just state intention

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 Hokie Winter 1909 Spring 1910
 J. Daniels Winter 1903, Spring 1904 Fall 1904
 Numbers Winter 1904 Spring 1905

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ALL GAMES ARE DUE AT 10:)) PM ON WEDNESDAY, JULY 11, 1984

HOCKIE GAME(1981Djm)

Winter 1909

Youngstown XII

FLEETS APPEAR ALL OVER

RETREATS: ITALIAN F Wind-Som, ITALIAN F Mdr-Bay, RUSSIAN A Brm-Tib,
TURKISH A Sib-Ala.

ENGLAND(Dorsey): Builds F Lpl, F Ion. Has F Nrg, F Nth, F Swe, F Den,
F Kie, A Hol, F Iri, F SPac.

FRANCE(Evans): NMR; Removes A Tik, F Equ, F Mag. Has A Bel, A Bur,
F Pic, A Sah, F Cvd, A Ful.

GERMANY(Mattern): Removes all units. OUT!

INDIA(Naylor): Constant. Has A Inn, A Han, A Sik, A Clt.

ITALY(Burke): Builds F Mog. Has F Por, F Spa(sc), F Alg, A Par, A Mun,
A Vna, A Bud, A Mau, A Nig, A Cha, A Mbu, F Mgs, F Som, F Ara, F Bay.

JAPAN(Wulff): Builds F Osa, two short. Has F WInd, F Raj, F Mdr, F EInd,
F Brm, A Sha, F Tha(wc), F Tim, F Ctn, A Pek, F SChi, F Yel, F Jap,
A Vla, A Hir, A Tok, A Man.

RUSSIA(Lowman): Removes A Pos, A Boh, Has F Nwy, A Ber, A Mos,
A Oms, A Sib, A Out, A Kan, A Tib, A Ukr.

TRANSVAAL(Goltz): Builds F Dur. Has F Ant, F Moz, A Tan, A Gor,
A Kat, A Bas, A Kin, A Ike, A Zem, A Kot.

TURKEY(Maltz): Builds F Bag, F Smy, A Con, A Ank. Has A Sud, A Eth,
F Ion, A Gre, A Bul, A Rum, A Clu, A Sev, F Bla, A Snd, A Ala.

UNITED STATES(Bongard): Builds F San. Has F Haw, F Per, F Arg, F Car,
F Sar, F MATl, A Bre, F NPac, F SInd.

DIP: There were a few mistakes with the last turn. The Italian fleet
in Madras was not ANN. It could retreat to Bay of Bengal, and it did
so. The Japanese unit in Canton is a fleet, not an army as was listed.
Italy also controls Munich, which was left off the Supply Center Chart.
The above Japanese unit also failed in its move.

Note: Could someone send me the turns for 1907-08.
I have the rest (from when I was a player)
and need to complete the file.

NUMBERS GAME(1983Zxm02)

Winter 1904

Youngstown IV

NMR'S ABOUND

RETREATS: English F Sia disbands, Russian A Pek disbands, Turkish
F EMed-Smy.

AUSTRIA(Jonke): NMR; two short. Has F Gre, A Rum, A Ser, A Clu, A Gal.

CHINA(Becker): Constant. Has A Pek, A Han, A Out, A Skg, A Sik.

ENGLAND(Evans): NMR; Removes A Fin, F Ire. Has F Joh, F Tha(ec),
F Nrg, F Nwy.

FRANCE(Peachey): NMR; Builds F Bre. Has F Lpl, F Iri, F NATl(OBB),
A Pic, A Bgy, A Gas.

GERMANY(Smith): Builds F Kie, A Ber, A Pos. Has A Edi, A Lon, F Nth,
F Swe, F Bal, A Lvn, A War, A Sil.

INDIA(Dorsey): Constant. Has A Afg, A Tib, A Brm, F Jav, F Cey.

ITALY(Hopson): NMR; one short. Has F EMed, F Ion, F Sue, A Fez,
A Apu, A Egy, F Ade.

JAPAN(Goltz): Builds F Tok, F Osa, A Kyo. Has A Mdr, F EInd, F Tim,
F Sia, F Sai, F SPac, F Ctn, A Man, F NATl. one short.

RUSSIA(Krebs): Removes F Arm. Has F StP(sc), A Mos, A Oms.

TURKEY(Lowman): Removes F Yem. Has F Bul(sc), F Con, F Bla, A Sev,
A Ank, A Ira, A Jor.

JACK DANIELS GAME(1983Yrb32)

Winter 1903

GUNBOAT

TURKEY BUILDS FLEETS

RETREATS: Austrian A Bud disbands.

Austria: Constant.

England: Constant.

FRANCE: Removes F Mid, F Pie.

Germany: Constant.

ITALY: Builds F Nap.

RUSSIA: Constant.

TURKEY: Builds F Con, F Smy, A Ank. one short

DIP: The English move last turn F Eng-Nth failed.

JACK DANIELS GAME(1983Yrb32)

Spring 1904

GUNBOAT

ITALY TURNS ON TURKEY, GERMANY LEAVES WEST
EXPOSED, RUSSIA REGAINS WARSAW, LOST StPAUTRIA: A Tri-Vie, F Alb-Tri.

ENGLAND: F Por H, F Eng-Lon, F Natl-Cly, A Nwy-StP, F Bar S A Nwy-StP.

FRANCE: A Bre H, A Mar H, A Bur S A Mar.

GERMANY: A Hol-Edi, F Nth CON A Hol-Edi, F Ska-Nwy, F Swe S F Ska-Nwy,
A Lvn S RUSSIAN A War-Mos, A Sil-Gal, A Bel H/UNO.ITALY: F WMed-Tun, A Ven H, F Nap-Ion, A Spa H, F GoL-Tyr.RUSSIA: A War-Mos, F StP(sc) H/dsl.TURKEY: A Ank-Sev, F Bla CON A Ank-Sev, F Smy-Eas, F Con-Aeg, A War H/dsl,
F Ion-Tun, A Gre-Alb, A Ser-Tri, A Bud S A Ser-Tri.DIP: The Russian fleet may retreat to Finland, Gulf of Bothnia, or
disband. The Turkish army may retreat to Ukraine, Silesia, Prussia,
or disband.

A question has risen dealing with combining Winter and the following
Spring turns. The player in question would like this to not be done
for reasons of press. I have combined them in the past to keep the moves
going faster. Please coment on which method you prefer with your next
turn. (Combine turns if possible, or never combine turns?)

CHARLIE GAME(1982CX)

END GAME REPORT

DIPLOMACY

David Mc/Crumb - GM

Charlie game started with a few very experienced players and a few
new players. All had played Diplomacy except for James Peachey, and he
was looking forward to learning. I was very excited about the possibility
of a good press war, each player promising to write some at least every
game year.

The first year started with a major push to destroy France. Having
been informed by others of Rick Crabill's love-of-the-stab, the countries
of Italy, Engalnd, and Germany (indirectly others) got together on this
project. However, Germany was soon convinced that he was on the wrong
side, and helped France gain two centers.

Fleets were launched all over the map that winter. France laid
down two, preparing for a naval war. He also tried to get English
support to stab Germany. Seeing the treachery, Germany changed sides
to England. Their combined attack netted Brest and Belgium, plus the
Russian centers of StP and Sweden. It looked like an alliance made in
heaven.

The year of 1903 saw Italy finally get on track. They picked up their first French center, while managing to help engineer the destruction of Austria with Turkish and Russian cooperation. Germany and England exchanged centers for a more solid front, while continuing to pick at France.

France fell in 1904, loosing three centers that year. England stabbed Germany, Turkey stabbed Italy, and Austria fell to Budapest. The next year saw only Budapest falling to Italy. Most of this was caused by NMR's from several players. Russia joined the anti-German alliance, but made no forward progress due to good German defence.

The game was transfered to TAG in 1906. Engalnd celebrated this move with a major victory over Germany, capuring three centers. The supply count now stood at: AH-0, E-11, F-0, G-2, I-11, R-5, T-5. It looked like a sweep of the board by Italy and Engalnd. However, almost everyone missed the winter builds, and was short from one to three centers.

The steam-roller kept moving, however. Russia came under the onslaught, as did Turkey. Germany managed to hold Berlin, but things looked bad. There was also the hint of an Italian move on England, the movement of fleets to WMED and armies towards English holdings in Germany.

Dave Lowman took over Italy that winter when Mitch joined the Marines. He built all armies (3) as did England (3). Germany and Russia both went under, while Turkey was left with Ankara (mainly because it could not be taken). A stalemate was in force along the German and French borders between Engalnd and Italy. But the Russian and Turkish centers were enough to give Italy 19 centers, leaving England in second with 14.

This was the third complete game of Diplomacy I have GMed. Surprisingly, Italy has won all three games. I would like to thank Chris Mattorn, Mike Smith, and Dave Lowman for taking over positions abanded. And I thank everyone for a very good game. -Dave.

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